

# Dark Realm Miniatures

## Seeds of War

### *Sci-Fi Mass combat Rules & Setting*

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## 1.0 WHAT YOU NEED TO PLAY

### 1.1 Ruler

You will need a ruler or tape-measure marked with centimetres, preferably one that is at least 60cm in length. All values for distances and ranges in the game are given in cm.

#### **Pre-measuring:**

Pre-measuring of movement distances and weapon ranges is something which causes a great deal of discussion in many rule sets. Feel free to play this game how you wish, but as a default, **Pre-measuring is allowed in all circumstances.** In an age when races travel halfway across a galaxy to defend their borders, we believe it's safe to assume they can get a pretty good grip on basic battlefield distances from scanners in orbit or ground based range finders.

### 1.2 Dice, Notations, and Calculations

You will need a number of ten sided dice, abbreviated in these rules as d10. When you see d10 it means to roll 1 ten sided die. Sometimes you will need to add a value to the roll of a ten sided die. If you see d10+3, you will roll one ten sided die and add +3 to the result. When the rules specify a roll of a d5 you roll a normal ten sided die and divide the result by 2 rounding up to the next whole number. For example, if you were rolling a d5 and the die came up a 9 the final d5 result would be a 5 ( $9 \div 2 = 4.5$  which rounds up to a 5). All fractions in the game are rounded up to the next whole number. If directed to add a value to the d5 roll, the addition takes place *after* dividing the roll by two and rounding up.

Many d10 come marked with the numbers 0-9. In this instance, the 0 is always counted as being the value 10.

### 1.3 Counters

You will need a supply of the various counters provided with these rules. These include Order counters, Status counters and Suppression counters. We recommend you print one or more sheets on cardstock or glue them down to light cardboard to give them a little more heft on the game board.

### 1.4 Unit Summary Sheets

You will need a copy of the unit summary sheet for each type of unit you field in your army. Complete reference sheets for all armies can be downloaded for free from the DRM downloads page: <http://www.darkrealmminiatures.co.uk/downloads/index.php>

### 1.5 Miniatures

Obviously, we recommend using Dark Realm Miniatures' line of models, for which these rules have been created. However, we recognise there's a lot of other companies out there who make good 6mm sci-fi miniatures which could provide suitable proxies, so use whatever figures your gaming group prefers.

The rules are designed around infantry bases of 5 figures and armoured vehicles being individually mounted.

### 1.6 Playing Area and Terrain

You will need a reasonably flat playing area for your games, preferably at least 6' by 4' (180cm x 120cm). Smaller playing areas can be used of course, but at much smaller than 4' by 4' (120cm<sup>2</sup>) your games will most likely become somewhat cramped. Also, it is desirable to place a certain amount of terrain on your board to provide obstacles to sight and movement as well as to provide objectives for your battles. Some ideas for terrain include buildings, rivers, hills, woods, etc.

### 1.7 A Copy of the Seeds of War Rules

And it appears you're already reading that, so you're all set!

### 1.8 Other Materials

The Dark Realm Miniatures website is host to a range of articles in support of this rulebook, all of which are available free of charge. On the downloads page you will find Reference sheets, Scenarios, Army Guides, Background information and much more to add depth and character to your battles.

The DRM website's forums provide a direct link to the game designers and will often host previews of both miniatures and rules.

## 2.0 UNITS AND FORMATIONS

### 2.1 The Unit:

The basic component of the game is the Unit. A unit is usually a single vehicle, war machine, a small group of infantry, or support weapons on a single base. Whatever its composition, the unit is treated as a single entity for the purposes of game play.

A unit which is comprised of two or more figures grouped together on a single base is sometimes called a Stand. Players may vary this number if they wish. The terms Unit, Stand, and Base are

used interchangeably in these rules, but in any event they always refer to a single unit.

### 2.2 Base Sizes:

Infantry can be mounted on any base whose total area is between 4cm and 9cm square. The base itself could be round, square, oblong or almost any shape. Vehicles need not be based though players may certainly elect to do so.

Vehicle bases, if used, should roughly conform to the outline of the vehicle's hull.

### Unit Summary Sheet example

Pax Arcadian Shock Troops									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	7	3	2	2	2	4	4	5
Special Abilities: None									
Weapon	Range	AI/AV	Notes				TRV		
PA12 Pulse Rifle	20cm	3/-	AF				6/-		
Assault weapons	base	4/5	AW				6/7		

### 2.3 Unit Summary Sheet

**Move (Mv):** The unit's movement value in cm.

**Class (Cl):** Units are broken down into several functional types or Classes. Classes include: infantry (Inf), soft vehicle (SftVh), armoured vehicle (ArmVh), fighter, heavy fighter (HvyFtr), bomber (Bmb), dropship (DS) and war machine (WM).

**Training (T):** A unit's Training Level rates its discipline, cohesiveness and general combat acumen. It indicates how well that unit is likely to perform in combat in terms of accurately responding to and carrying out orders, and standing fast in the face of assault or determined fire.

A unit's training level does not always represent actual military training in the usual sense. For example, some cultures may simply produce castes of disciplined and aggressive individuals, and some creatures may by their nature be fierce or

instinctive fighters all without the benefits of actual military training.

**Firing (F):** This stat represents how proficient the unit is at firing their projectile weapons.

**Melee (M):** This stat represents how proficient the unit is in close in, hand-to-hand, fighting both as attackers and defenders.

**Defence (Def):** This is a unit's overall ability to avoid taking damaging fire. It potentially represents any number of skills, abilities, and characteristics, such as possessing a low profile or silhouette, knowing how best to use available cover, possessing camouflage or target jamming capabilities.

**Armour (Ar):** This is the unit's ability to shrug off the effects of the attacks that its defence did not prevent. This might represent a unit in ablative body armour, powered armour, or personal force

fields or perhaps possessing scales or chitin, or vehicles with poly-ceramic or reactive armour.

**Fire Defence Value (FDV):** A unit's Fire Defence Value is the sum of its Defence and Armour values and represents the unit's overall ability to resist the effects of ranged fire attacks.

**Melee Defence Value (MDV):** A unit's Melee Defence Value is the sum of its Melee and Armour values and represents the unit's overall ability to resist the effects of close combat melee attacks.

**Morale (Mor):** This represents a unit's willingness to remain a functioning fighting force in the face of fierce combat or overwhelming fire, resisting the urge to cower in cover or flee from the sounds of weapons fire.

**Special Abilities:** Many units have abilities or capabilities that set them apart from regular units. These can be anything from specialised skills or natural abilities to advanced technological equipment. Many of these are common traits for fighting units in various armies, and these abilities are described in the Special Abilities section (10.0). Other, more specialised units may have rules unique to them, which can be found in their entry in the relevant army guide, as well as summarised at the top of their force's reference sheet.

**Weapon:** The name of the weapon(s) possessed by the unit.

**Range (Rng):** This is the maximum effective combat distance the weapon may fire, measured in cm. Many weapons may in theory be capable of actually projecting fire further than their listed range but their ability to effectively target and damage a foe at these distances is negligible.

**AI/AV:** The majority of weapons are capable of primarily affecting either infantry targets or vehicular targets though usually not both to an equal degree. A weapon with a rating under AI (Anti-Infantry) is capable of making attacks against infantry. A weapon with a rating under AV (Anti-Vehicle) is capable of making attacks against vehicles. Some weapons have ratings for both AI and AV and may be used against either. The number listed is the weapon's Weapon Power (WP).

**Notes:** Any important notes about a weapon. Most of the abilities which you will see in this section of the stat sheet are detailed in the Special Abilities section of the rules (section 10.0).

**Total Attack Value (TAV):** A unit's Total Attack Value is the sum of a unit's Firing or Melee ability and the appropriate weapon's power.  $F + WP = TAV$  for Fire combat and  $M + WP = TAV$  for melee combat.

## 2.4 Formations

As stated above, the basic component of one's forces is the Unit. But in order for individual units to fight effectively en masse they must be organized into larger combat groups and controlled by a group commander. Such battle groups are referred to as Formations, and a number of formations go together to form an army in Seeds of War.

A formation may be comprised of several units of exactly the same type or might be made up of several different unit types. For example, 10 infantry units, and 5 transports could make up a formation, or simply 4 units of identical scouts. The key factor to the use of formations is that all units in a formation act in unison. They move together as a group, all use the same order that is assigned to them each turn, and conduct their fire, melee, and casualty removal together.

## 2.5 Formation Coherency and Leaders

Each formation of two or more units must have a leader. The leader's job is to keep track of all the units in the formation, make sure orders are followed and that the formation operates to the best of its ability.

Before the beginning of the game, each formation must be assigned a leader unit. If there is no obvious choice for a formation leader, this can be any unit in the formation. You can identify the leader unit by means of a special figure, a certain paint job or standard bearer, or simply by marking the underside of its base. Your opponent does not have to know at the game's outset who your leaders are, but it will generally become apparent as the game progresses.

All units in a formation must remain within coherency distance of the leader. Coherency distance is measured from the edge of the leader unit miniature or base to the edge of the miniature or base for each unit in the formation. A formation's coherency is determined solely by the training level of the formation's leader unit. The training level(s) of the individual units making up the formation do not affect the formation's coherency. Refer to the table below:

Coherency Distance	
Leader's Training	Coherency Distance
5	5cm
6	10cm
7	15cm
8	20cm

Coherency Distance	
9	25cm
10	30cm

In the event that the designated leader unit is destroyed, another unit will be chosen by the player to become the formation's new leader.

**Going out of Coherency:**

It is possible therefore that a formation's coherency could be reduced if a new leader unit has a lower training than the previous leader. Equally, a formation which is spread too thinly could find itself out of coherency if it takes casualties from the centre of its formation.

In the event that a formation begins a turn with units out of coherency for any reason, then any/all such units must move within coherency range by the end of the turn. Any unit that remains out of coherency range at both the beginning and end

phase of a turn is removed from play as if it were destroyed, but no extra suppression counters are placed on the remaining formation.

**2.6 Formation's Size**

A formation's size is considered as a factor in a number of rules and is determined by adding up the total number units currently in the formation at the beginning of the turn. Be careful to include units from the same formation which are currently inside transports. Each unit counts as 1 for size purposes unless it is a war machine. War machines have a size stat on their unit summary sheet as described in the War Machines section of the rules (section 11.0).

*For example, a Pax Arcadian formation with 8 shock trooper units and 4 Valiant troop transports has a formation size of 12.*

## 3.0 TURN SEQUENCE

### 1. Orders Phase

Place orders

### 2. Activation Phase

Determine Initiative

Activate formations

### 3. End Phase

Conduct break tests

Remove suppression counters

Determine if victory conditions have been met

Conduct rallies

### 3.1 Orders Phase

During the Orders Phase players give orders to each of their eligible formations. Each player places an order counter next to each of their formations with the order side down so that opposing players are not aware of each other's intentions for their formations.

**Broken formations** do not receive orders and may not do anything during the activations phase of the turn.

Allied commanders, i.e. players controlling different formations belonging to the same overall force or side, may discuss their orders with each other before placing order counters on the board.

### 3.2 Initiative

After all orders have been placed each player rolls a d10 and adds the Training level of their army commander (or the highest training level in their force if no commander is present). The player with the highest score may elect to either activate one of his own formations or allow his opponent to activate one. Thereafter, each player alternates activating single formations under their control until all formations have been activated.

If one player has a larger number of formations in their army, they may continue to activate these unopposed at the end of the activations phase.

### 3.3 Activating Formations

To activate a formation you first turn over its order counter to reveal the formation's order for the turn. Then, to see if the unit successfully acts upon its orders, it must pass a training test. Roll a d10, add the formation's training level, and factor in any modifiers. If the total is 10 or higher, then the formation may proceed with its activation and execute its order sequence as described by the appropriate orders section, below. If the formation fails its training test then it automatically goes into confused status and must act as described in the

confused status section, below. In either case, whether the formation does or does not pass its training test the formation is considered to have activated for the turn.

Training Test	
d10 + Training +/- mods $\geq$ 10 = activated	
modifiers	
Formation has 50% suppression counters or more	-1
Formation has 100% suppression counters	-2
Leader Unit's Training Level is lower than Formation's Training Level	-1
Leader Unit's Training Level is higher than Formation's Training Level	+1

Once a formation has been activated for the turn, leave its order counter face up next to it. This way players can easily see which formations have and have not been activated during the current turn.

**Multiple Training Levels:** Some formations may contain units with different training levels. To determine the overall training level for the formation, use the value of the training level for the largest number of units within the formation. If there is an equal number of units with different training levels then use the highest training level amongst them.

*For example, a formation consists of 20 total units; 8 infantry units with Training: 8, 8 infantry units with Training: 7 and 4 tanks with Training: 9. The formation's training level would be 8.*

### 3.4 Order Sequences

Each order is broken down into a number of sequences. One sequence is completed before the next can be started. A sequence does not begin until a model is moved or dice are rolled and is not completed until every unit within the formation completes the sequence. This is very important for orders like reactive stance, wherein an enemy formation interrupts a targeted formation's activation.

*For example, a formation employing the tactical move order must complete all of its movement before any of its units are eligible to fire, or complete its entire firing first before any of its units are allowed to move.*

### 3.5 Ground Unit Orders and Status Counters

Below are all the various Orders and Statuses that ground formations may be given or assume. Orders determine what type of actions a formation may perform during its activation, including such things as movement, various types of combat or formation reorganization. Some orders result in a formation gaining one or more Statuses. A Status is an ongoing condition or effect that grants some type of beneficial modifier or imposes some kind of limitation on the formation. Some statuses restrict the types of orders that a formation may be given, others require that certain orders be assigned.



**Assault:** This order allows a formation to make a single move into contact with the enemy and fight an assault combat as detailed in Section 8: Assaults.



**Dig In:** The Dig In order allows the infantry units in a formation to take cover from the enemy by settling in behind the surrounding terrain, digging slit trenches for their protection, etc. Only the infantry units within a formation may take advantage of the effects of digging in, but a formation need not be composed entirely of infantry to take this order. All units within a formation with orders to dig in may neither move nor fire during that activation. This includes non-infantry units that might be part of the formation. If the formation successfully carries out the dig in order by passing its training test the infantry in the formation gain the Dug In status and are treated as if they are in medium cover; enemy formations firing at the Dug In infantry suffer a -2 modifier (see 5.5). Leave the Dug In marker next to the formation until the status is lost. Note that this may mean it is left on the table at the end of the turn.

As long as the infantry units in the formation do not move they will continue to benefit from their dug-in status. The formation immediately loses its Dug In status once an infantry unit moves from its position. Turning a model in place does not count as movement for this consideration. Non-infantry units within the formation may move once the formation gains the Dug In status, but normal formation coherency rules still apply.

Dug In infantry do not receive the Dug In modifier if they are in base-to-base contact with an enemy unit during the melee phase of an assault.

A formation may possess both the Dug In and Hidden statuses as long as the formation spends one activation to Dig In and a subsequent activation to Hide.

A formation which is dug in whilst in cover benefits from both modifiers.

*For example, Pax Shock troops Dig In whilst in a building. Their FDV effectively becomes 8 instead of 4 (4 basic +2 for medium cover +2 for Dug In)*



**Double Time:** When given the Double Time order a formation may make a single move of twice its basic movement value.

The formation is spending all its time on manoeuvring to their new position and may not fire this activation



**Hide:** The formation is given the order to conceal its location from the enemy. The formation may not move or fire during the turn in which it is given hide orders. To perform the hide order, all units in the formation must already be in cover or out of enemy LOS. Cover is considered rubble, trenches, foliage, buildings, walls, being Dug In, and/or any other position or condition that provides a cover modifier. After the formation successfully carries out the activation, the formation gains the Hidden status. Units in a hidden formation may not easily be spotted, fired upon or assaulted.

To fire at or assault a hidden enemy formation it must first be spotted. To spot a hidden enemy, a spotting formation must be within weapons range or assault distance and pass a training test with a minus 2 modifier. This test ignores all other cover modifiers. If successful, the testing formation spots the hidden formation and may fire or assault the spotted formation as normal.

If the hidden formation fired during the turn, then the enemy formation's training test to spot it does not receive the -2 hidden modifier. As soon as a formation is spotted, remove its hidden counter as all enemy formations are quickly notified of the spotted formation's location.

If an activated formation fails to spot a hidden enemy, then it may still perform its orders but may not fire or assault the hidden formation as they have no way to successfully target the hidden units.

A formation can have both the Dug In and Hidden statuses as long as the formation spends 1 turn on Dug In orders and a second turn on Hide orders

A formation retains its hidden status until either it moves, or it is spotted by the enemy.



**Reactive Stance:** A formation with Reactive Stance orders is on hold, poised and waiting to react to the actions of the enemy. Any time an active enemy formation completes a movement or fire sequence within the LOS of a formation with Reactive Stance order, the formation may reveal its reactive stance order and attempt to interrupt the enemy

formation's activation. The Reactive Stance formation makes its training test to activate as usual. If the activation is successful then the formation may fire at the activated enemy formation or make a normal move in any direction. Again, this action is carried out after the enemy formation completes its current sequence (see Order sequences 3.4).

If the Reactive Stance activation training test is failed, then the formation may do nothing for the remainder of the turn. However, they are still marked with a confused counter and are subject to the modifiers associated with confused status for the rest of the turn.

A formation with Reactive Stance orders may only activate to fire or move once in its turn regardless of the number of enemy formations that might activate in its LOS. Once the reactive stance formation acts, it has completed its own activation for the turn.

*For example, a Pax Arcadian infantry formation has received reactive stance orders. An Andrayada Vultur formation within its LOS reveals Tactical Move orders. The Vulturs complete their move sequence still in LOS and are preparing to fire when the Pax Arcadian formation reveals their reactive stance orders and successfully activates the formation. The Pax Arcadian formation then conducts fire at the Vulturs before they start their firing sequence. If the Vulturs had been allowed to begin firing before the Pax Arcadian formation revealed their order, then the Pax Arcadian formation would have had to wait until the Vulturs had completed their fire sequence before they were able to attempt their reactive stance activation.*

If a formation has not activated at the end of the players activation phase, then the activation is lost. They wait for an opportunity, but none arises.



**Regroup:** A formation given the Regroup order attempts to reorganise itself and bolster the possibly shaky morale of its troops. If successfully activated, the formation immediately rolls 2 d10 adding the higher of the two rolls to its training. This roll determines the number of suppression counters that are immediately removed as per section 9.6

Suppression Counter Removal. After the formation removes the number of suppression counters indicated by the roll, it may then move, or fire with -1 to its attack rolls.



**Suppression Fire:** With this order the formation cannot move, but adds +2 to its attack rolls when firing. It also adds one extra suppression counter to the target formation if it succeeds in hitting at least one unit.



**Tactical Move:** The formation is given the order to advance cautiously and be ready to engage the enemy. The formation may move and then fire or fire and then move.

### No Orders placed

If a player forgets to place an order for a formation, they may still attempt to activate it during the activations phase. Roll a training test as normal. If passed the formation counts as being confused and may carry out either a move or shoot action as described under Confused section below. If the training test is failed, the unit still counts as being confused for the remainder of the turn (-1 FDV and -1 MDV) but they may not take any actions at all in this activation.

### Ground Unit Statuses



**Broken:** A broken formation currently has lost its will to fight and is attempting to rally and reorganize. (See 9.5 Broken Formations).



**Confused:** Whenever a formation fails to pass the training test required to execute its orders for the turn it assumes a Confused status rather than executing its orders. Unless its original order was Reactive Stance, a Confused formation may either make one move, or fire with a -1 modifier. A confused formation may not split its fire. Formations failing a Reactive stance activation may not move or fire for that activation. All confused formations are subject to a -1 modifier to its FDV and MDV for the remainder of the turn.

## 4.0 MOVEMENT

A number of orders allow formations to move. A unit may move a distance up to the number of centimetres listed on its unit summary sheet. Some orders allow a formation to make a double move in a single activation. This allows the units in a formation to move up to twice their listed movement distance and cover an awful lot of ground!

### 4.1 Area of Influence

Since the evolution of ranged combat, troops will do all they can to avoid what will usually be a bloody face-to-face confrontation with enemy units. As such, when they detect a foe, they will remain at a "safe" distance, unless directly ordered to assault the enemy position.

Units cannot end their movement within 10cm of a known enemy unit or move any closer than 10cm unless their formation has been issued an Assault order. This 10cm boundary is known as a unit's Area of Influence (AoI).

Areas of Influence have no effect on friendly troops, and for the purpose of movement in game all friendly models can be counted as invisible – they are assumed to move aside to let allies past and do not impede movement in any way.

Aircraft do not have an Area of Influence and are not affected by the AoI of enemy units.

### 4.2 Moving off the table

Any unit which, for any reason not stated in the specific scenario objectives, moves off the table during the game is considered a casualty. They have moved on to another area of the front and will play no further part in the conflict you are playing. Such units may not return to the table, but do not add further suppression to their formation.

### 4.3 Terrain

The types of terrain players can use for their battlefield are almost endless. The chart below is a guideline for players to go by. It does not cover every type of terrain or even differing types of the same terrain. Players should go over all the terrain features on the battlefield before the game begins and come to an agreement as to what features represent what type of terrain and cover.

*For example a battlefield can have a low wall that offers cover to infantry and is low enough for them to fire over. This would also present an obstacle for them to cross over and so would halve their move. This type of wall obviously would not slow down a war machine like the Majestic which could easily step over the wall, nor would it provide cover for the war machine. But a battlefield could contain another much higher wall that surrounds a city. Such a wall might be too large for even a war machine like a Majestic to cross, although it might well serve to give a figure as large as the giant Andrayada unit cover!*

Terrain Movement Modifiers				
Terrain	Cover	Inf	SftVh & ArmVh	WM
Forest	Light	Normal move	1/2 move	1/2 move
Cliff	-	Impassable	Impassable	Impassable
Rubble - destroyed building or piles of debris	Medium	Normal move	1/2 move*	1/2 move*
Building - building is intact.	Medium	Normal move	Impassable	Impassable
Bunkers, Prepared Defences	Heavy	Normal move	1/2 move*	1/2 move*
Walls - This covers walls low enough for units to fire over.	Medium	1/2 move	1/2 move	normal move
Trenches	Heavy	1/2 move	Wider than unit is impassable	Wider than unit is impassable
Water - based on deep water	-	Impassable	Impassable	Impassable
*make training test or become stuck.				

**Stuck in Terrain:** Certain vehicles attempting to traverse certain types of terrain may be required to

make a training test in order to avoid becoming bogged down. If the Adverse Terrain training test

is failed, the vehicle becomes Stuck. A Stuck unit immediately stops moving and gains the Stuck status.

Each turn a Stuck vehicle may make another training test in an attempt to free itself. A formation may choose to move ahead leaving Stuck vehicles behind but any such Stuck vehicles are eliminated as usual once out of Formation Coherency range.

#### **4.4 Transports**

Some specialized units in the game are listed as Transports. Transports are identified on their data sheet under special abilities. There are two classes of transports, Light Transport (LT) and Heavy Transport (HT). A Light Transport is capable of carrying infantry units only. A Heavy Transport may carry both infantry units and armoured vehicles.

The maximum number of units a transport is capable of carrying, called slots, is listed in parentheses beside its transport class notation. Infantry units and Light Vehicles each take up 1 slot; Armoured Vehicles take up 2 slots.

In most cases, transports may only carry units from their own formation. The exceptions are Dropships and aircraft, which typically carry a large number of troops and operate as separate formations.

**Embarking and Disembarking:** A unit may only embark or disembark from a transport once per turn regardless of its orders and the number of moves it is allowed for the turn. In order for a unit to embark onto a viable transport, it must start the move within 5cm of the transport. This restriction represents the time it takes for units to board and secure their equipment before moving off.

When disembarking, units must be placed within 5cm of their transport.

Formations beginning the turn with embarked units are given orders as usual but if they wish to be able to disembark units during the turn they are limited to Assault or Tactical Move orders. They may not be given Dig In, Double Time, Hide, Reactive Stance, Regroup, or Suppression Fire orders and still be eligible to disembark units that turn. As long as a formation has the appropriate order and passes its training test to activate, any embarked units may disembark from their transports as described above. Formations on Confused status may not disembark units even if they elect to move for their activation.

Disembarking is a special sequence and counts as a movement sequence for the purposes of Reactive Stance orders, but does not count as "A Move" for

the purposes of the transported unit's allowable movements for the turn.

*For example, two Pax Arcadian Shock Troop units are being transported by a Valiant. The formation has received Tactical Move orders for the turn. When the unit successfully activates, the Shock Troops disembark from the Valiant which counts as a move sequence in case any enemy units with Reactive Stance orders is nearby. After disembarking, the Shock Troop units still may move and fire or fire and move as per the normal Tactical Move orders.*

While embarked, transported units may not fire unless the transport has the special ability "Firing Ports". If a transport is engaged in an assault, units being carried may not fight in the assault. These two rules apply to all transports unless specifically noted in the unit's summary sheet.

**Destroyed Transports:** If a transport unit is destroyed from fire combat while carrying embarked units, the transported units must make a special Survival Test to avoid sharing their transports fate. Roll a d10 for each unit embarked on the destroyed transport and add the unit's armour rating to the result. If the total is 9 or less, the transported unit is destroyed along with its transport. If the Survival Test total is exactly 10 the unit survives but adds a suppression counter to its formation (see suppression 7.0). If the Survival test score is 11 or higher than the transported unit survives unscathed. Place the unit on the battlefield within 5cm of the location where the transport was destroyed.

If a transport is destroyed in melee during an assault, all embarked units are destroyed automatically - they are cut down mercilessly as they flee from the wreckage.

<b>Survival Test</b>	
D10 + Armour = see result below	
9 or less	Unit destroyed
10	Unit survives but place 5C
11 or higher	Unit survives

*For example, a Valiant carrying 2 units of Fire Support Troops is hit by a Kraytonian unit and destroyed. The player rolls a d10 for each of the Fire Support units. The player rolls a 9 for the first unit and a 6 for the second and adds the unit's armour of 1 to the rolls. 9+1=10 and 6+1=7, the first unit survives by rolling a 10, but adds a suppression counter because it did not roll an 11 or greater. The other unit does not even make a 10 and is destroyed.*

## 5.0 FIRE COMBAT

Many orders give formations the ability to fire at the enemy, which really is the point of armed conflict after all.

### 5.1 Choose a Target Formation

A formation that is able to fire may choose any enemy formation with at least one unit within weapon range and line of sight as its target.

#### Splitting Fire:

A formation may also choose to split its fire, directing attacks against multiple enemy formations. When splitting fire, a player must declare which of the formation's units are firing at which enemy formations before rolling to activate. At least 50% of the formation must target one enemy formation – the primary target. It is this target which will receive any additional suppression counters from suppression fire etc. If there are an equal number of units firing on two separate targets, the attacker must declare which one is the primary target before any attacks are rolled.

When splitting fire, the training test to activate is taken with a -1 modifier per additional target formation targeted (so if you fire on 3 formations, it's a -2 modifier to the training roll to activate). If the training test is successful, the formation activates as normal and may split fire as determined previously. If the training test is failed, the formation goes onto Confused status and may not split its fire that turn.

A formation that is splitting its fire cannot split the attacks from any individual units even if it has more than one weapon listed on its data sheet. All attacks originating from a single unit must be directed at a single enemy formation.

*For example, a formation containing 4 Shock Troop units and 3 Hammerjack units can split their fire to have 2 Shock Troop units fire at Kraytonian formation A and the other 2 Shock Troop units and 3 Hammerjack units fire at Kraytonian formation B. You cannot have the 3 Hammerjack units fire their PaxRat 90 at Kraytonian formation A and the same Hammerjack units fire their Sorenson MGs at Kraytonian formation B*

Weapons with an Area of Effect (AoE) can affect more than one enemy formation without actually splitting fire. They simply hit whatever is under the template when the barrage's final attack location is found (see 6.0: Artillery and AoE Weapons).

### 5.2 Firing Arc

Not all units can traverse their weapons systems efficiently enough to be able to engage targets from all sides in the fast pace of combat in Seeds

of War. A unit's firing arc is measured from the centre point of the model or stand. Do not count any barrels, wings or other such items that protrude out from the model.

Firing Arcs	
Infantry	360°
Vehicles	180° to the front
War machines	180° front default. 180° left, right, or back optional (noted in the Weapon stats)

### 5.3 Firing Procedure

1. Check line of sight and range.
2. Roll Attack Rolls.
3. Remove all destroyed units.
4. Place Suppression Counters.

### 5.4 Line Of Sight (LOS)

A firing formation must be able to see at least one unit in the target formation in order to be able to fire at that formation. Infantry and vehicles never block LOS. War machines and destroyed war machines block LOS. You may fire between war machines only if there is a gap of 2cm or larger. Units can only fire over war machines if the model's weapons are obviously higher than the war machine it is firing over or the firing unit has the artillery special ability.

#### Line of sight and common sense

Line of sight is something that is very difficult to define exactly in a game, especially when determining whether a unit can fire over another unit or not. Please use common sense in resolving these sort of issues with your opponent. Both players must agree that the unit has line of sight to fire between or over another unit in close situations. If both players cannot agree, then the unit may not fire. Be sure to take into account whether or not a unit is on a base and not to abuse basing to gain an unfair advantage. Remember the more reasonable and cooperative you are with your opponent, the greater chance they will be as well when it is your turn.

### 5.5 Firing

When firing, the attacking player may roll for each unit in the formation one at a time or roll multiple dice at once for each type of weapon being fired. Remember AI weapons may only target infantry and AV weapons may only target vehicles. Weapons that are capable of both AI/AV may fire at either type of target, but the player must announce which type of unit is being targeted before rolling any dice.

In order for an attack to successfully hit a target unit the attack total on your D10 roll must be 10 or higher after all modifications. To make the attack roll, roll a d10, add the firing unit's TAV, subtract the target's FDV, and add or subtract any modifiers. If the attack total is exactly 10 then the target unit has been hit but not destroyed. It is suppressed instead and a suppression counter must be added to the formation. If the attack total is 11 or higher, then the target unit is indeed destroyed. Any attack total of 9 or less means the attack failed to have any effect.

Fire Attack Roll	
D10 + TAV - FDV +/- mods $\geq$ 10 = hit	
modifiers	
Firing formation is 50% suppressed	-1
Firing formation is 100% suppressed	-2
Rear Armour Shot	+1
Target Confused	+1
Light Cover: trees, shrubs, fence	-1
Medium Cover: wall, rubble, building	-2
Heavy Cover: prepared defences, bunkers, or trenches.	-3

**Cover Modifiers:** For a formation to gain a cover modifier for the Fire Attack Role, at least half of the units in the formation must be in that type of cover. If a formation has an equal number of units in two different types of cover then the defender gains the best modifier.

Note that the defender gains only the best cover modifier. It never gains multiple cover modifiers for having units in more than one type of cover.

Sometimes the situation may arise where a unit is only partially in cover. Maybe it's infantry appearing around a low wall, or vehicles still visible over a pile of rocks. In these cases, if 50% of a unit is obscured, then the unit counts as being in cover. If less than 50% of the unit is obscured, then it counts as being in the open.

Attack Total Result	
9 or less	Miss
10	Unit Suppressed
11 or more	Unit Destroyed

**Rolling Multiple Dice:** If multiple units in a formation are firing the same weapon at the same type of units, it is recommended that you roll all your dice at once to speed things up.

*For example, 2 Pax fire support units with a TAV of 7 and RoF(2) make a tactical move out from behind a wood and fire at a formation of Kraytonian warriors with a FDV of 5. The attacking player rolls a 9, 8, 3 and 7.  $9+7-5=11$ ,  $8+7-5=10$ ,  $3+7-5=5$ , and  $7+7-5=9$  are the attack totals. One Kraytonian unit is destroyed. One Kraytonian unit is unit is Suppressed and two shots miss all together.*

### 5.6 Destroyed Units

Casualties are applied, starting with the closest unit targeted, and then progressing to the next closest unit, etc, passing over any units the attack is incapable of affecting. As long as any one of the firing units has line of sight to a target unit which is within range then it is an eligible target. For every unit which is destroyed, an extra suppression counter is added to the formation after all destroyed units have been removed.

### 5.7 Rear Armour

Armoured vehicles have their strongest armour to the front of the vehicle and their weakest armour or more sensitive equipment towards the back. Due to this units firing at an AV in their 180° rear arc receive a +1 modifier to the attack roll.

## 6.0 ARTILLERY AND AREA OF EFFECT (AOE)

Almost all of the forces encountered during humanity's exploration of the reaches of space have employed some form of artillery on the battlefield. It can be devastating attacks called in from great distance, or short range supporting fire from batteries hidden in nearby defences. Whatever the delivery method, indirect fire and area blast weapons have a vital role on every battlefield.

### 6.1 Artillery and LoS

Artillery units do not fire directly at their targets as normal weapon systems do. Instead they throw their rounds high in the air, allowing them to rain down with explosive effect over a large area. As such, they do not need Line Of Sight to target an enemy formation, but are subject to the rules for deviation.

### 6.2 Area of Effect

Some standard, and most Artillery weapons fire shells, missiles, bolts of radiant energy, or some other type of projected attack that covers a large enough target area to affect multiple units. Weapons that have this sort of area effect attack will be listed as AOE in the notes section of their Unit Summary Sheet with the number listed in parenthesis next to the ability indicating the diameter of the area of the attack in cm. For example, AOE (4) means the attack's explosion has an area of effect that is 4cm in diameter.

Each AOE attack diameter has a corresponding template used to determine the actual area affected by the attack. AOE weapons must place their AOE templates in such a manner as to cover the most potential targets. You cannot simply place a template so as to affect a smaller number of targets as this would allow "sniping" of enemy commanders with AOE weapons.

### 6.3 Artillery barrages

When multiple units in a formation use the same type of AOE weapon to make an attack on an enemy formation, they automatically add their firing together to create a Barrage.

A barrage attack creates an even larger area of effect as a result of combining their fire. When firing a barrage, one unit in the formation is usually the Primary Firing Unit and the rest are Supporting Units.

*For example, a complete formation of four Pax Arcadian Intruders fires their mortars as a barrage. The mortar has an AOE (4) and with four of them in the formation, the resultant template is 10cm diameter.*

Barrage Sizes										
A OE	Total units in formation firing									
	1	2	3	4	5	6	7	8	9	10
4	4 cm	6 cm	8 cm	10 cm	12 cm	14 cm	16 cm	18 cm	20 cm	22 cm
8	8 cm	12 cm	16 cm	20 cm	24 cm	28 cm	32 cm	36 cm	40cm	-
12	12 cm	18 cm	24 cm	30 cm	36 cm	42 cm	-	-	-	-

### 6.4 Deviation

Artillery attacks may have the benefit of great range and the ability to fire over intervening terrain and obstacles, but even with the best targeting systems, their attacks are prone to drift off target.

When firing artillery, you must make a special deviation roll to see if the barrage lands on target before you roll to kill anything.

Nominate one target unit which will act as the centre of your attack and centre the appropriate template over that unit. The template must be targeted in such a way as to cover the greatest possible number enemy units in the target formation.

Then roll a D10 and refer to the deviation table.

Deviation		
Firing Mode	Direct Hit on	Deviation
Indirect Fire	10	1-9cm in direction of D10
With LOS OR Spotter	8,9 or 10	1-7cm in direction of D10
With LOS AND Spotter	6,7,8,9 or 10	1-5cm in direction of D10

If your target is out of the firing artillery's LoS and you have no spotting unit(s) directing the fire then you will need a roll of 10 to land the attack directly on target. If the target is within LOS, or you have a spotter unit directing the battery's fire, then the attack lands on target on the roll of an 8, 9, or 10. If you are lucky enough to have both LOS to the target and a spotter aiding you, then a direct hit is achieved on a 6, 7, 8, 9 or 10!

If your deviation roll does not indicate a direct hit on target, then your fire has strayed off course. Refer to the range multiplier table and multiply the number on your deviation die by the distance factor indicated in the table.

Range Multiplier	
Range to Target	Deviation Multiplier
1-30cm	1
31-60cm	2
61-90cm	3
91-120cm	4
Continuing on like above.	

The attack will have deviated from the target point by that distance in the direction determined by where the top of the deviation roll die is pointing. The top of the die is the 'point' above the number which is the furthest above the table.

Centre the template on this newly determined location and roll one attack dice for every unit (friend or foe) under the template, using the appropriate stats from the artillery unit's profile.

### 6.5 Primary Targets

Weapons with an Area of Effect (AOE) can affect more than one enemy formation without actually splitting fire. They simply hit whatever is under the template when the barrage's final attack location is found.

However, in some situations, a primary target still needs to be identified. If the barrage is on target, the primary target is whichever formation the unit upon which the attack is centred is from. If the Barrage deviates, then the formation with the most units under the template becomes the primary target. If two formations have an equal number of units being affected, then the attacking player decides which is to be the primary target. The primary target must be decided after all deviation rolls are complete, but before any attacks are rolled against the affected units.

### 6.6 Determining Hits

AoE weapons have the potential to hit friendly units as well as the enemy. Any unit touched by the AoE template is hit. Friend or foe, whether fully covered by the template or only covered in one

corner, all are counted as being inside the blast radius and must have attacks rolled against them.

Attacks are resolved in the same way as ordinary firing, as described in section 5.5.

### 6.7 AoE Weaponry and Rear Armour:

Artillery, and indeed the majority of weapons using AoE fire a hail of shells to explode over a larger area. Whilst the battery might stand in front of their targets, their rounds are falling from the skies onto the weak upper decks of enemy tanks and shrapnel is flying in all directions after every impact.

As such, ALL AoE and Artillery attacks gain the benefit of attacking the enemy's rear armour, regardless of the angle of attack.

### 6.8 AoE Weaponry and War Machines

War Machines are enormous hulks of metal and weapons and if they're caught under a barrage of artillery fire, it is more than likely that they will receive multiple hits from incoming rounds and flying shrapnel.

As such, war machines caught under the template of an AoE weapon will receive more than one attack made against them, as shown below.

Coverage of war machine	Number of attacks
Touched by AoE template	= War Machine Structure points
Fully covered by AoE template	= War Machine Size.

Once the number of attacks has been determined, they are carried out as normal.

### 6.9 AoE and Aircraft

AoE represents a huge amount of firepower on the ground, but it will have no effect on high flyers, be they aircraft or animals. As such, AoE attacks have no effect on flyers of any class caught under their templates, unless the flyers are landed at that point in time in which case they may be attacked as normal.

## 7.0 SUPPRESSION

During the course of battle formations coming under intense fire will sometimes find that units are forced to take cover or turn away from the combat to attend to wounded troops or damaged equipment.

Collectively this puts stress on the performance abilities of a formation and slowly degrades their combat effectiveness. At length this can cause sufficient disorganisation and demoralisation that a formation finds itself ready to break ranks and retreat from combat. Suppression Counters are a way to represent this kind of mounting pressure.

### 7.1 Suppression Counters

Suppression Counters are placed at the end of an attack sequence after all attacks against the target formation have been resolved. As indicated in Section 5.5: Firing, any attack that scores exactly 10 on the attack roll results in the target formation gaining a Suppression Counter instead of being destroyed. Further, each unit that takes damage or is destroyed by enemy fire adds one Suppression Counter to the target formation. Hits inflicted against a target formation in excess of the number of valid target units are ignored for the purposes of Suppression Counters. A formation may never accumulate more suppression counters from normal fire than it has units.

### 7.2 Effects of Suppression

There are two levels of Suppression a formation may be subject to.

#### Partially Suppressed (50%):

When a formation has accumulated a number of Suppression Counters equal to at least one half or more of its current formation size the formation is Partially Suppressed and suffers a -1 to attack rolls and training tests.

#### Fully Suppressed (100%):

When a formation has accumulated a number of Suppression Counters equal to its current formation size the formation is fully suppressed, and suffers a -2 to its attack rolls and training tests. A fully suppressed formation must make a break test at the end of each turn it remains fully suppressed. (See Section 8.4 Break Tests) A formation will remain Partially Suppressed or Fully Suppressed as long as it retains the appropriate number of Suppression Counters, even if the formation is Broken.

Suppression Counters	Result
50% suppressed	-1 to attack rolls and training tests
100% suppressed	-2 to attack rolls and training tests

## 8.0 ASSAULTS

Artillery barrages, running armoured duels, and long range suppression and pinning fire are excellent tools for whittling down the enemy's numbers and restricting his movement, but when it comes to the tough and dirty business of actually clearing him out of whatever it is that you're fighting to claim, nothing gets the job done like close range fire fights using small arms and brutal hand to hand melees. In a word, Assaults!

### 8.1 Assault procedure

1. Assault move
2. Assault firing
  1. Offensive fire
  2. Defensive fire if formation has not activated
  3. Remove casualties and place Suppression Counters
3. Charge moves
  1. Attacker charges up to 5cm
  2. Defender counter charges up to 5cm
4. Melee
  1. Offensive melee attacks
  2. Defensive melee attacks
  3. Remove casualties and place Suppression Counters
5. Determine winner
6. Calculate excessive damage
7. Loser withdraws
8. Winner consolidates

An Assault is a close in combat against a nearby foe, launched in an attempt to claim an objective and/or crush the target. There are two ways formations can conduct their attacks in an assault; firing their weapons at brutally close range or fighting in hand to hand. All assault firing is resolved before moving on to melee combat. All attacks in the Assault Firing Phase are considered to be simultaneous thus both sides complete their Assault Fire before casualties are removed. Attacks in the Melee Phase are also considered simultaneous. Again, both sides complete their Assault Melee before casualties are removed.

### 8.2 Assault Move:

Assaults are the only time enemy formations may voluntarily move to within each other's Area of Influence. An assaulting formation must have line of sight to at least one unit in the target formation and must have at least one unit in base contact with an enemy unit by the end of the assault move portion of the activation.

An assault does not occur if the attacking formation fails to move at least one unit in base contact with a unit in the target formation during

its move. A failed assault move finishes the formation's activation and no assault occurs. Units may move up to their full movement rate, but may not enter any enemy Zones of Control.

When making their assault moves, units in the assaulting formation may never move past an unengaged enemy unit. An enemy unit is considered engaged if it is already in base to base contact with another friendly unit from an assaulting formation.

Units may be engaged by a maximum of two enemy units per damage point (DP) (or size point in the case of war machines) of the target unit. Any unit without a DP rating is classed as having 1 Damage Point, and may be engaged by a maximum of two enemy units in an assault.

*For example, a unit with 2 DP could have up to 4 enemy units in base to base contact, where as a Super heavy tank with Size 4 could be assaulted by 8 opponents at once!*

### 8.3 Reactive Stance in assaults

If a formation which is on reactive stance is targeted by an enemy assault, they may react to the initial enemy charge as they may to any other enemy movement. In fact, it's probably what they've been waiting for!

If they successfully activate by passing their training test and elect to shoot, they may open up on the incoming enemy with all their weapons available. Note this is the main benefit of being on reactive stance over normal Assault defensive fire, where you can only use weapons with the AF ability.

Note the other advantage is that this firing is conducted ahead of the assault fire phase, and casualties inflicted do not get to return fire. They are cut down the moment they show themselves by an enemy lying in wait for them and do not get the chance.

As with Defensive Fire, even units which are now in base to base contact may fire, as they can be assumed to have opened up as the enemy charged from a distance away.

Equally, you can opt to move as a reaction. You cannot move units which are now in base to base contact – they have been caught too close to get away, but you may pull back the rest of the formation to fight another day.

Units left behind may well be left out of coherency and thus will be removed at the end of the turn (if they don't die like martyrs before that!) This is the

only time you may move away from an enemy during an assault.

Operating a Reactive Stance does of course count as having activated the target unit, so it cannot operate both Reactive Stance and Defensive Fire, although it may fight in the melee as normal.

#### **8.4 Assault Firing**

As an assaulting formation charges into combat its troops are firing their weapons wildly in an attempt to inflict casualties and suppress return fire before the bloody melee. In turn, the enemy is attempting to cut down as many of the assaulting troops as possible to lessen the blow of the assault. Assaults are optimal for the attacker when they are moving in quickly, catching the enemy unprepared or unawares.

The assaulting formation conducts its offensive fire first. Next the defending formation conducts its defensive fire if able to do so. Remember though that the combat is considered simultaneous and that no casualties are actually removed until both sides have resolved their Assault Fire attacks.

#### **Assault Fire Weapons and Assault Fire Range:**

Only those weapons marked as AF on their Unit Data Sheets are eligible to be fired in the Assault Firing Phase. These weapons are designed to be used in close quarters fighting while other weapons are simply too unwieldy. Even so, firing into a swirling mass of friend and foe is a daunting task. As such, all AF weapons used in the Assault Firing Phase are considered to have a maximum range of 20cm regardless of the weapon's normal firing range.

**Assault Offensive Fire:** Units in the assaulting formation may fire all AF weapons that have viable targets within the Assault Fire range of 20cm. Even units in base to base contact may fire as their shots are considered to have been made while the units were closing. Assault Firing is the only time a unit may fire while in base to base contact with an enemy unit.

**Assault Defensive Fire:** An enemy formation being assaulted may attempt to return fire if it has not yet activated this turn. The defending formation uses its activation in order to return fire. Flip over the defending formation's order to show that it has activated this turn. The defending formation must pass a training test in order for it to react quickly enough to conduct fire against the assaulting formation. If the training test is passed the defending formation may fire at the assaulting formation using the same constraints as outlined in the Assault Fire Weapons and Assault Fire Range section, above.

If the training test is failed the formation may not fire but is still considered to have activated this

turn – they still flinch their weapons towards the enemy, but not fast enough to have an effect.

**Casualties and Suppression Counters:** After the simultaneous Assault Firing is conducted, casualties are removed and suppression counters are placed as normal. In an assault, however, keep the casualties and any extra suppression counters inflicted in excess of the formation's size to the side, as they will be needed to help determine the winner of the assault.

Note that casualties from Assault Firing may lead to a formation becoming Suppressed in the middle of an assault.

#### **8.5 Charge Moves and Counter Charge Moves**

After the Assault Firing Phase is finished, the attacker may elect to further close into melee with units of the target formation with a Charge Move. The attacker continues forward with the momentum of their charge and any attacking units not already in base to base contact with an enemy unit may make a Charge Move of up to an additional 5cm as long as this additional move brings them closer to at least one enemy unit in the target formation. After the attacker has made their Charge Moves, any defending units not currently engaged may in turn make a Counter Charge Move of up to 5cm as long as it bring them closer to at least one unit of the enemy formation assaulting them.

When making Charge Moves and Counter Charge Moves, units may not move past unengaged enemy units, exactly as during the initial Assault.

#### **8.6 Melee Combat**

After all Charge and Counter Charge moves are made, units in base to base contact are considered to be engaged in a Melee Combat, fighting for their lives in brutal close quarters combat and intent solely upon taking the lives of their enemy before theirs in turn are taken.

Note that only those weapons identified on the unit's summary sheet as Assault Weapons may be employed in Melee Combat. These are not the same as those weapons listed as AF.

As in the Assault Fire Phase, all combat in the Melee Combat Phase is considered to occur simultaneously, with casualties removed only once all attacks from both sides have been resolved.

To make a successful Melee Attack, a unit must score a 10 or greater on its Melee Attack roll. To make a Melee Attack roll, roll a d10, add the attacking unit's TAV, subtract the target's MDV, and add or subtract any modifiers. If the attack total is exactly a 10 then the target unit been hit but not destroyed and is suppressed. If the attack total is 11 or higher than the target unit is

destroyed. An attack total of 9 or less indicates that the assaulting unit has failed to destroy its target.

Melee attack roll	
D10 + TAV - MDV +/- mods $\geq$ 10 = hit	
modifiers	
Attacking formation is Partially Suppressed	-1
Attacking formation is Fully Suppressed	-2
Target formation is Partially Suppressed	+1
Target formation is Fully Suppressed	+2
Target Confused	+1

Attack total result	
9 or less	No Effect
10	Unit Suppressed
11 or more	Unit Destroyed

**Offensive Melee:** Units in the assaulting formation may attack only enemy units in base to base contact and only with those weapons labelled as assault weapons (AW).

**Defensive Melee:** Units in the defending formation may attack only units in base to base contact and only with those weapons labelled as assault weapons (AW).

**Vehicles in Melee:** When assaulted, combat vehicles have various ways of defending themselves from the enemy including such things as small arms fire on the part of their crews, to copula or hull mounted antipersonnel weapons, even attempting to crush the oncoming enemy with the vehicle itself!

Armoured Vehicles that do not have any assault weapons (AW) listed on their unit summary sheet are still able to make a melee attack against infantry and soft vehicle units. Roll a d10 for each vehicle in base to base contact with an infantry or soft vehicle unit. A result of 10 means the vehicle destroyed 1 enemy unit in base contact. A 9 causes a Suppression Counter. Anything 8 or less fails to affect the enemy.

**Casualties and Suppression Counters:** After conducting all Melee Attacks, casualties are removed simultaneously and suppression counters are placed as normal. Keep the casualties and extra suppression counters from the Melee phase to the side as they will be needed to help determine the winner of the assault.

### 8.7 Determine winner

After all Assault Firing and Melee combat is complete, each player rolls a d5, and factors in the various modifiers listed below. The player with the highest total is the winner of the assault. If the result is a tie then formations remain locked in unresolved assault combat and immediately fight another Assault sequence, starting with counter charges and working straight through to Melee Combat.

Assault Determination Test	
(Attacker d5 + mods) vs. (Defender d5 + mods)	
modifiers	
Each enemy unit destroyed	+1 per unit
More units than opponent but less than double	+1
Double number of units	+2
Triple number of units	+3
Quadruple number of units or higher	+4
"Commander" in formation	+1
Light cover (defender, first round of combat only)	+1
Medium cover (defender, first round of combat only)	+2
Heavy cover (defender, first round of combat only)	+3
Enemy has more suppression counters	+1

**Cover Modifiers:** For a formation to gain a cover modifier for the Assault Determination Test, at least half of the units in the formation must be in that type of cover. If a formation has an equal

number of units in two different types of cover then the defender gains the best modifier.

Note that the defender gains only the best cover modifier. It never gains multiple cover modifiers for having units in more than one type of cover.

Note also that cover bonuses only apply to the first round of combat. If the first round is a draw, and so a second round of melee ensues, the attackers are considered to be inside the defended terrain with the defenders, and no cover bonuses may be given to either side.

**Suppression Counters:** To determine which side has accumulated the most suppression counters, the players count both the suppression counters currently on their formation up to the total size of the formation, and all the suppression counters kept to the side in excess of the formation's size. Thus it is the total number of Suppression Counters accumulated over the course of the entire assault, both those currently on the formation and those in excess of the formation's current size that determine the number of Suppression Counters considered for the Assault Determination Test.

After the Assault determination has been calculated, any extra suppression counters in excess of the formation's size are removed.

### **8.8 Excessive Damage**

Assaults are so vicious and bloody that they can quickly demoralize even the toughest of formations and result in the surviving units routing completely from the battle, most often resulting in their surrendering to or being cut down by the nearest enemy as they flee from the battle.

For every point of difference between the two totals on the Assault Determination Test, place an additional suppression counter directly on to the losing formation.

For each suppression counter in excess of the losing formation's size after the Assault Determination Test is made, the losing formation must eliminate one additional unit. These additional lost units must be taken from those that are closest to enemy units. If there are units the same distance from the enemy then the player taking the excessive damage may choose which units to lose. Note that units removed in this manner do not cause additional suppression counters to be placed. After Excessive Damage losses have been calculated, any extra suppression

counters in excess of the formation's size are once again removed.

### **8.9 Loser Withdraws**

The loser of the assault is pushed back up to double their move value using a special Withdrawal Move. The losing formation must withdraw towards their deployment zone. All units of the losing formation must be at least 10cm away from the nearest enemy model at the end of their Withdrawal Movement. During the Withdrawal move, units of the losing formation may move through the enemy formation with which it was engaged in the assault, as the formations are considered to be intermingled in a swirling and chaotic combat. Note that units of the losing formation may still not approach within 10cm of other enemy formations during the Withdrawal Move. If a withdrawing unit fails to end its move at least 10cm from the nearest enemy unit it is destroyed.

### **8.10 Winner Consolidates**

The winning formation's units are allowed a free 5cm move to reform their formation.

Wherever possible, the consolidating units must end their move outside the Area of Influence of all enemy units. Where this is not possible, move all units as far away from enemy units as possible. In the following activation, the formation must either move away from all enemy formations, or perform a further assault. If at the end of that turn they remain inside an enemy Area of Influence, and do not engage in a further assault, then despite their initial success, they have been surrounded and are removed as casualties.

### **8.11 Activating the target formation after an assault**

Because all activations during a single turn of **Seeds of War** are considered to be simultaneous, if the target formation had not activated before the assault, and didn't opt to attempt defensive fire, it may still activate as part of the usual activation sequence later in the turn.

If they were the victors of the combat, it can be assumed that they arrogantly shrugged off the oncoming assault and then continued with the actions they had been ordered to carry out.

If they were beaten, it represents the final pitiful attempts before they were set upon by their foe, although most likely a formation beaten in combat will be 100% suppressed and therefore won't have a great effect on the rest of the turn.

## 9.0 MORALE AND THE END PHASE

### 9.1 Morale

Morale is primarily used for two types of tests in **Seeds of War**; Break Tests and Rallying Tests. All morale tests are conducted in the same manner though the modifiers for each test are different and are detailed in the appropriate rules section. A Morale test is made by rolling a d10, adding the Morale Level of the formation in question and adding or subtracting any applicable modifiers (depending on test type).

To succeed in passing the Morale Test the formation must score a result of 10 or greater after all modifications have been factored in. If the test total is 9 or less then the unit or formation has failed the moral test.

Morale Test
$D10 + \text{Morale} \geq 10 = \text{successful}$

**Multiple Morale Levels:** To determine the overall Morale Level of a formation that is made up of units with differing moral levels, use the moral level possessed by the greatest number of units within the formation. If there are multiple morale levels possessed by the same number of units in the formation, use the highest value.

*For Example, a formation of Pax Arcadian Veteran Shock Troops has 4 infantry units and only 2 Valiant transports remaining when they are required to take a Morale test. The Valiants have a Morale rating of 5, but the infantry have a morale rating of 6. Since there are a greater number of infantry units to Valiants remaining in the formation, the Formation's Morale is taken as 6.*

### 9.2 End Phase Procedure

1. **Select a formation**
2. **Roll break test if needed**
3. **Roll suppression removal**
4. **Repeat steps 1-3 until all formations have been tested**
5. **Check victory conditions**
6. **Roll to rally formation if needed**
7. **Clear Order Counters**

### 9.3 Select Formation

During the turn's End Phase the player that won the initiative at the beginning of the turn may determine which player begins the End Phase as well. Players alternate selecting formations just as they did during the Activation Phase.

### 9.4 Break Test

When a formation suffers unit losses and takes suppression counters during the turn there is a chance the formation as a whole will need to take a Break Test. If a formation has accumulated suppression counters equal to its current formation size then it must take a Morale Test to determine if it breaks or not. If the formation successfully passes its Break Test then the formation does not break. If the Test is failed the formation becomes Broken (see 9.5).

### 9.5 Broken Formations

A broken formation immediately places a Broken counter next to its leader unit and leaves all suppression counters in place.

#### **Movement after breaking:**

Immediately after breaking the formation must make a Withdrawal Move towards its deployment zone unless 100% of its units are in cover. If 100% of a formation's units are in cover, they may remain in place, unwilling to leave their shelter. However, when one man in a broken formation runs the rest are likely to follow, so if any of the units in the broken formation are outside of cover, then the whole formation must make a minimum of one full move (up to a maximum double move) towards their deployment zone.

In Subsequent turns of withdrawal move, there is no minimum movement, although getting out of the enemy's LoS and behind cover does make it easier for your forces to Rally.

A broken unit must be at least 10cm away from the nearest enemy unit at the end of its Withdrawal Move. Any unit in a Broken formation that is within 10cm of the nearest enemy unit, and thus within its Area of Influence, at the end of the Withdrawal Move is automatically destroyed and causes an additional suppression counter as usual.

#### **Broken Formations in future turns:**

A Broken formation may not be given orders. They will attempt to rally in the end phase but take no further part in the action of the turn.

A broken formation may not use any special abilities at any point whilst they remain broken. Spotters may not spot, and commanders may not Change Orders or affect the rolls of other formations.

#### **Targeting broken Formations:**

Broken formations do not take the time they usually would to make use of the surrounding cover and terrain. Thus, any ranged fire directed against them uses their Armour value rather than their FDV to calculate hits.

**9.6 Suppression Counter Removal**

During the End Phase, all formations roll to remove suppression counters. Roll a d10 and add the formation's training level. Consult the Suppression Removal Chart to determine how many suppression counters are removed from the formation.

All formations, even ones which have just broken, roll to remove suppression counters in the end phase.

<b>Suppression Removal</b>	
D10 + Training = see result below	
Result	SC Removed
up to 9	0
10	1
11	2
12	3
13	4
14	5
15	6
16	7
17	8
Continuing on like above.	

**9.7 Determine Victory Conditions**

The victory conditions you require will be outlined in the scenario you are playing, or should be agreed upon with your opponent before the game begins.

DRM will be publishing a number of scenario and campaign packs with a variety of different mission styles for you to fight. Check out the DRM website

and follow the instructions in one of these to determine whether either of you has won the set scenario.

Alternatively, there's nothing to stop you agreeing with your opponent to fight to the death, in which case it's in this part of the turn that you must ask if they are ready to throw in the towel and admit defeat!

**9.8 Rallying**

A Broken formation may attempt to rally if it is not the same turn in which it originally Broke and if it currently has at least one fewer suppression counter than the formation's current formation size. During the turn in which a formation Breaks, or if it's still fully suppressed, then the formation is still overcome with the fear of battle and it may not attempt to rally.

Otherwise, roll to rally a broken formation by taking a Rally Test. A Rally test is conducted in the same manner as a Morale test as described in section 9.1, with the addition of the modifiers below

All modifiers are cumulative. If successful (the end result is equal or greater than 10), the formation rallies and each unit may move up to 10cm to reform the formation. All current suppression counters are left with the formation, but it may be given orders and activate as normal in future turns.

If a formation fails to rally it may make a withdrawal move (see 9.5).

<b>Rally Test Modifiers</b>	
No enemy within LOS	+1
In cover	+1
Formation Leader within 30cm of army commander	+1

**9.9 Clear Order Counters**

The final stage of every turns is to remove all Order Counters from the table in preparation for giving out a new set at the start of the next turn. Note that Broken, Dug in and Hidden counters remain in play as status markers until the status is removed at a later stage.

## 10.0 SPECIAL ABILITIES

Some units have Special Abilities listed on their summary sheet under Special Abilities or under their appropriate weapons entries.

### **Advanced Deployment:**

After all regular formations have been placed on the board, but before the game actually starts, formations with Advance Deployment may be placed anywhere on the table as long as they are not within 30cm of any enemy unit. Every unit in a formation must possess the Advanced Deployment ability in order to use this ability.

### **Anti Aircraft (AA):**

Some units are equipped weapons that are designated as Anti Aircraft (AA). Only units with weapons carrying this ability are capable of effective fire against enemy aircraft. Due to the very fast speeds aircraft travel, AA units must be prepared to track and fire at hostile aircraft as they fly into view. As such, AA formations must be on Reactive Stance or Suppression Fire orders in order to be able to fire their AA weapons at enemy aircraft.

Since aircraft can be considered to be so relatively high above the battlefield, Anti-Aircraft fire never benefits from the rules for Rear Armour.

Some weapons are designated as 'AA Only'. These weapons may not be used to fire at normal ground targets and can ONLY target aircraft as described above.

### **Anti-Grav:**

These units hover and skim above the ground and as such may pass over terrain features which would otherwise be difficult or impassable to them, without penalty or risk of becoming stuck.

### **Area Of Effect (AOE):**

These weapons fire large explosive rounds which may affect more than one target. See section 6.2.

### **Artillery:**

Units designated as Artillery do not require line of sight to target an enemy formation. Please refer to section 6 for full details.

### **Assault Firing (AF):**

Weapons designated as assault firing can be used in assaults during the assault firing phase.

### **Assault Weapons (AW):**

Weapons designated as Assault Weapons (AW) can be used in the Melee combat section of an assault.

### **Bombs:**

Weapons designated as 'bombs' require the attacker to fly almost directly over the target. Only weapons marked as being 'bombs' can be used by flyers on bombing orders. These weapons may not be used on a normal ground attack order.

### **Brutal Charge:**

Units with the Brutal Charge ability are far more devastating on the attack than when they're attacked by an enemy formation. Brutal Charge gives assault weapons a +3 TAV when they're part of the formation initiating the assault. If a combat continues into a second round of fighting, the attackers have lost their momentum and the bonus no longer applies.

### **Camouflage:**

Some units employ camouflage techniques which can make them nearly invisible to the naked eye, ranging from natural colourations which adapt to their surroundings, or advanced camouflage fields which completely hide the unit from view. Whatever the means, a unit equipped with the Camouflage ability is much more difficult to spot. Whenever a unit with the camouflage ability moves at one half or less of its normal movement rate it may gain hidden status. Add a Hidden counter immediately, and follow the rules in section 3.5.

### **Commander:**

Commanders are a key element to the employment of any battle plan, and are given special abilities that reflect their superior battle abilities and training.

#### **Commander: Change of Orders**

Once per turn, each Commander present in a battle force may choose to change the orders given to a single formation during the Activation Phase. You must declare that you are attempting to do this before rolling to activate the formation. Declare what the new order will be and roll to activate them as normal, but with a -1 modifier to the roll. If the training test is passed, then the new order is accepted and they may carry out the actions described for it in the orders section. If the roll is failed, the formation becomes confused.

#### **Commander: Rally & Suppression**

Each formation within 30cm of the Commander receives a +1 to the die roll when taking its suppression removal test. If a Broken formation has its leader within 30cm of the Commander then the formation gets a +1 modifier when taking a rally test.

**Command Relay:**

Command relays come in a variety of forms. They provide a more direct, clear link to a command unit whilst in combat.

Any formation which is equipped with a command relay may use the training value of a friendly unit with the commander ability so long as their command relay unit remains within coherency distance of the commander unit + 15cm.

*For example: An Andrayada Hubrie may be up to 40cm from an Andrayada commander, and the formation it is with will activate using the commanders training of 9.*

**Damage Points (DP):**

Units marked as having a DP(x) value can sustain multiple hits before being killed, where x is the number of hits. Suppression counters are applied for every hit however, not just when the unit is destroyed outright.

**Firing Ports:**

Transports with firing ports allow for infantry units to fire from inside the vehicle. The notations in parentheses are how many infantry units may fire from the vehicle and which direction they may fire.

Transported units may fire when the carrying formation is on Tactical Advance or Suppression Fire orders.

Firing Port Notations			
F = Front	R = Rear	LS = Left Side	RS = Right Side

*For example, a vehicle with Firing Ports (1LS 1RS) may have one transported infantry unit fire from the left side of the vehicle and another infantry unit fire from the right side of the vehicle.*

**Highly Manoeuvrable:**

The vehicle is able to turn quickly in place or posses a fast traverse turret system. As a result, vehicles that are Highly Manoeuvrable have a 360° arc of fire instead of the usual 180°.

**Independent Units:**

Independent units operate on the table as single, 1 unit formations in all respects, other than you activate all units from one formation at once. The exception is if you have units on reactive stance, which may activate independently to interrupt an opposing player's activation as normal.

Each unit is given separate orders, takes suppression independently and targets independently (so no training modifiers for attacking multiple units).

They do not need to stay within coherency distance of their formation leader.

As a single unit formation, they are affected by suppression as normal (so 1 counter means they are fully suppressed.) If they break however, they are removed from the table immediately as a casualty.

They cannot perform assaults and will always fall back (Up to one full move, in any direction) if an enemy unit ends any movement within their Area of Influence (10cm) at any time. If they cannot get more than 10cm away from enemy units, they are either captured or go to ground - remove as a casualty.

Independent units NEVER add the bonus suppression counter to their target formation when firing on suppression fire, but they get the +2 bonus to their TAV as normal.

**Jump Jets:**

Add +5 cm to movement ability of the unit and can ignore terrain it passes over. Note that if the unit is on "Double time" orders, this ability effectively adds 10cm to the unit's move rate.

**Limited Fire Arc (LFA):**

Units or weapons with this listed in their Special abilities or Notes section only have a 90° fire arc. Unless noted, this fire arc is to the front of the unit, and should be measured from the center of the unit, be it a vehicle or a stand of infantry.

**Officer:**

Officers are used to coordinate and motivate their formations during the battle. Once per turn an officer may add +1 to one die roll for certain tests. This can be for an activation test, rally test, suppression test or break test.

**Pinning Fire (x):**

The target type(s) noted cannot be destroyed by this weapon, but instead all hit results of a 10 or more are counted as a suppression result. If no target type is noted, all fire from the weapon results in suppression rather than 'Kills'.

**Rate of Fire (RoF):**

Weapons with a Rate of Fire listing fire more than one effective shot per activation. The number marked in brackets after the 'RoF' designation is the number of dice to roll when making an attack using that weapon. Note this is different to the stat line which reads '2 x weapon'. In that case, you would have a unit armed with two identical weapon systems, each of which allows you an attack, rather than one weapon system with multiple attacks. If a stat line indicates both '2 x weapon' and RoF, then you get twice the number of dice indicated by the RoF!

**Sniper:**

Snipers are trained to shoot at the most fleeting of targets. When given Reactive Stance orders, a unit with the Sniper ability may fire on an enemy unit

as though it is in the open, even if its move has taken it behind cover, as long as at least part of its movement was made within range and clear LOS of the sniping unit. Complete the movement before the shots are fired, but they count as being in the open.

**Soft Vehicles:**

Units that are Soft Vehicles are neither infantry nor are they armoured vehicles, but a hybrid of both. Soft Vehicles cannot be destroyed by regular AI but may be fired upon by AI weapons. Any suppression or destroyed results from AI weapons suppresses the unit but does not destroy it. AV weapons suppress and destroy Soft Vehicles as normal.

**Spotter(x):**

A unit with the spotter ability is used to call in more accurate artillery barrages on enemy positions. The range of the spotting ability is noted in brackets like this: 'Spotter (40cm)'. "Spotting" is an automatic ability of the user. No specific orders are needed. If the targeted unit is within spotting range and is in LOS, any friendly artillery may fire using the appropriate Spotter modifier on the artillery table in Section (6.4) Deviation.

**Strafe:**

Usually found on flyers with fast firing cannon, Weapons with this ability may be fired in such a

way as to pepper a large area with fire, but without the destructive effect of an Artillery barrage.

Place the rectangular strafe template directly in line with the front of the firing weapon, with its far end within the range of the weapon. All units under the template are hit by a Pinning Fire attack at +1 TAV. Some weapons may be noted as being "Strafe Only" and thus must always be used on this fire mode and may not carry out a standard attack.

**Transport:**

Some specialized units are listed as being Transports. Transports are identified on their summary sheet under special abilities. There are two classes of transports, Light Transport (LT) and Heavy Transport (HT). A Light Transport is capable of carrying infantry units only. A Heavy Transport may carry both infantry units and armoured vehicles. See section 4.4 for details.

**Vertical Take-Off and Landing (VTOL):**

An aircraft with this ability is able to hover in place and does not have to move each turn like normal aircraft. When hovering VTOL units may turn freely. They may also land or take off without traversing the battlefield.

**Walker:**

Walkers may step over obstacles like walls as long as it is no higher than the 'knee joint' on the model.

## 11.0 WAR MACHINES

These are massive vehicles and creatures that dominate the battlefield with their ability to produce unimaginable volumes of devastating firepower and absorb volley after volley of attacks that would reduce whole formations of lesser units to puddles of glowing slag. These massive juggernauts of destruction come in every imaginable configuration: huge multi-legged walkers, immense flying assault platforms, unstoppable armoured land cruisers and many more.

### 11.1 War machine size

A war machine's size determines how many suppression counters it can take for the purposes of determining suppression levels. It is also used to determine overall formation size and relates to the number of opponents a war machine may face in melee combat.

### 11.2 War machine formations

War machines can be grouped in formations like normal units although many war machines are large enough to be fielded as just one unit to a formation.

**Formation size:** A war machine formation size is determined by adding up all the war machine sizes in the formation.

*For example, two Pax Arcadian Trident tanks are in one formation and each has a war machine size of 4. Their formation size is 4+4=8. Thus, after 4 hits the formation will be 50% suppressed (assuming the hits are spread between the vehicles rather than one unlucky tank taking them all!).*

### 11.3 War machine movement

War machine movement is subject to the same regulations as regular units, depending on their type (Flyer, Walker, Tank, etc) with the exception of traversing some terrain types as detailed in the movement and special abilities sections of the rules (4.0 and 10.0 respectively).

### 11.4 Shooting at War Machines

While a 'normal' unit is usually considered to be destroyed or at least out of commission as a result of even a single attack penetrating its armour, war machines are capable of sustaining multiple hits over several different areas before their abilities are even impaired, let alone knocking the war machine out of action altogether. Of course, even massive units like these can still be severely damaged by a single lucky hit to a weakly armoured or critical section. Therefore, firing at war machines is resolved exactly as described the Fire Combat section of the rules, with the following difference. You score one hit on a war machine for

every point over 10 you achieve on your attack roll. An 11 scores one hit, 12 scores two, a 13 scores three, etc. Each of these counts as a separate hit requiring separate hit location rolls as described below.

Note however, that war machines are always counted as AV when determining what weapon stats can be applied against them, even against 'living' war machines.

### 11.5 Suppression counters

War machines suffer the same suppression effects as regular units. For each damage point scored against a war machine one suppression counter is accumulated. These are added as hits are taken, not only when the War machine is destroyed.

### 11.6 War machine hit locations

Unlike regular units war machines are so massive in size they have three separate hit locations, each with a separate pool of damage points; structure, systems and weapons. The alternative names in parentheses are for living creatures instead of machines.

Each location on a war machine can take up to the indicated number of hits (damage boxes) before that section is destroyed. The war machine's unit stats list how many damage points it has in each location.

**Allocating hits:** Hits are applied to a war machine formation before hit locations are rolled. Apply hits to the closest war machine equalling its size rating before applying hits to the next valid target in the formation. If all valid targets in the war machine formation have hits equal to their size applied, extra hits are allocated at the discretion of the shooting player.

Once all hits are allocated to a target war machine, the hit locations must be determined.

Roll a d10 for each hit scored against a war machine and consult the unit summary sheet to determine which section takes a hit.

**Destroyed location:** Once a particular location has all its damage boxes marked off, that section is considered destroyed and the destroyed location effects listed on the unit summary sheet are applied immediately.

After a location is destroyed any additional hits there will be transferred to the next location. Damage transfers from the structure to systems, systems to weapons and weapons to structure.

War Machine Hit Locations	
<b>Structure (Body)</b>	This is the physical sturdiness and framework of a war machine. For living creatures it is the physical make up of the creatures body structure and skeleton.
	<b>Destroyed</b>
	The war machine's armour is halved (rounding up). Additional damage goes to Systems.
<b>Systems (Senses)</b>	This is the basic operational systems of the war machine, from life support to power generation. For living creatures it is the nervous system, critical organs, sight, smell and general control over the creature.
	<b>Destroyed</b>
	The war machine can no longer move or make attacks in melee. For Flying War Machines, they may move, but may not make any turns. Additional damage goes to Weapons.
<b>Weapons</b>	This covers the weapons systems for the war machine. Loss of this section leaves them as little more than mobile scrap heaps.
	<b>Destroyed</b>
	The war machine can no longer use any of its firing weapons. Additional damage goes to Structure.

Destroying a war machine: A war machine is declared completely destroyed when all of the structure and systems boxes are marked off.

If a war machine is completely destroyed before all the hit locations have been resolved, the extra hits are lost. They do not get transferred to another war machine.

### 11.7 War machine firing

Because of the large number of crew used to operate a war machine it may split fire (5.1) and fire different weapons at different formations, unlike regular units. Each individual weapon must be fired at a single target however. In addition, war machines incur the usual penalty to their training test for doing so and may target a maximum number of enemy formations equal to the unit's Size rating.

### 11.8 War machines in assaults

When a war machine is on assault orders it performs an assault like a normal formation as described in section 8.0. However, their sheer bulk does bring one advantage.

**Pushing units aside:** A war machine does not have to attack the closest unit. It can push units that are smaller in size to the side in order to attack a specific unit behind the enemy lines. Non-war machine units are considered to have a size of one. When a war machine does this just move the pushed aside unit so it outside the base of the war machine.

This gives war machines the power to be line breakers, but can leave them vulnerable to counter- assault and surrounding, so be selective in your targets!

## 12.0 AIRCRAFT

### 12.1 Aircraft Types

There are multiple types of aircraft put to use on the battlefield of the Seeds of War Universe. Below is the list of aircraft types in the game.

**Fighters:** Typically fighters are the fastest and most manoeuvrable aircraft in the sky. A fighter's primary function is to seek out and destroy other aircraft in air to air combat and in that endeavour the fighter excels. While this is the fighter's main role, many are equipped to take on the secondary role of attacking ground targets as well.

A Fighter's minimum move in an activation is 10cm. They must move at least 10cm before turning or making an attack, and must also move at least 10cm straight forwards between turns.

**Heavy Fighters:** These aircraft are "jack of all trades" aircraft trying to balance the speed and manoeuvrability of a fighter with the fire power and weapon load of a bomber. Heavy Fighters usually do not match the upper abilities of either of those types of mission-specific aircraft, but they are more versatile.

A Heavy Fighter's minimum move in an activation is 15cm. They must move at least 10cm before turning or making an attack, and must also move at least 15cm straight forwards between turns.

**Bombers:** Generally the last thing ground units want to see is a formation of bombers cruising their way. Bombers are the heavy hitters of an army's air arm. They pack the heaviest ground attack weaponry for their size but at a sacrifice to manoeuvrability and speed.

A Bomber's minimum move in an activation is 10cm. They must move at least 20cm before turning or making an attack, and must also move at least 20cm straight forwards between turns. (If multiple turns are allowed)

**Dropships:** These aircraft are designed to withstand entry from outside the atmosphere and are often massive troop transporters used in planetary assaults. Dropships almost always pack enough firepower to defend themselves as well as support their embarked ground units.

Dropships are also War Machines, so follow all the War machine rules for Firing & being attacked, but follow the aircraft rules for movement.

A Dropship's minimum move in an activation is 25cm. They must move at least 25cm before turning or making an attack, and must also move at least 25cm straight forwards between turns (if multiple turns are allowed).

### 12.2 Aircraft Deployment:

Air formations are purchased in the Force organisation charts for a number of turns. They may arrive on the battlefield in any turn the player wishes (subject to a training roll as described below).

Unlike other formations, which automatically begin play on the board, aircraft start the game off-board and air cover must be summoned to the battlefield during play ("requested from higher command").

Once on the board, aircraft remain until destroyed or until the turn limit, for which points have been paid, is up. They are not removed at the end of every turn.

### 12.3 Aircraft orders

Like ground formations, aircraft are given orders in the Orders Phase and can carry out a variety of actions depending on the orders given. Aircraft formations choose from the orders listed below. Note, the same counters are used, but have different implications for Aircraft.



**Air to Air attack:** The formation patrols the skies above the battlefield looking for enemy aircraft. The aircraft must move at least the move distance listed on the unit's summary sheet. Once the aircraft is done moving it may attack any enemy aircraft formations (inside their fire arc & range) using their AA weapons (only). If an air formation currently off-board is on Air to Air orders, then "Intercept" rules may be applied - see section 11.5.



**Bombing Mission:** The formation makes a bombing attack run against ground units using bombs or similar weapons. The units must move at least the move distance listed on the unit's summary sheet. Once the aircraft is done moving it may attack any ground formation (within range and fire arc) using all weapons listed as being "bombs" in the notes section of their stats.



**Ground Attack:** The aircraft are making a direct attack run against ground units, using their cannons and other direct fire weapon systems. The unit must move at least the move distance listed on the unit's summary sheet. Once the aircraft is done moving it may attack ground formations using their standard armaments.



**Land/Deploy:** Some of aircraft carry troops, vehicles or even mobile battle stations. These aircraft are able to land on the battlefield to deploy units or pick up new ones and take off again. Only aircraft units that are

noted as having the transport special ability may land on the battlefield. The unit must move at least the move distance listed on the unit's summary sheet. Once the aircraft is done moving it is considered to have landed on the ground.

While on the ground the landed aircraft may be fired on by regular ground units with AV weapons.

#### **12.4 Calling In Air Support.**

Air cover is called to the battlefield much like other formations are activated.

In the orders phase, place an order counter face down next to each aircraft formation you wish to activate this turn, just as you would with a normal formation.

During the activation phase, the owning player may attempt to activate their aircraft just like any other formations in their force. If the activation is successful the aircraft formation may arrive on the board anywhere along the edge of their deployment zone and may execute the orders they were given.

If the activation fails, they have probably been intercepted and held up before arriving at the target region. The aircraft do not arrive this turn and must test for activation again next turn. Failure to arrive on the board does not affect the number of turns you may use the air cover – they just don't arrive as promptly as you had requested.

*For Example: A Kraytonian player has a formation of Arkiten fighters which he has paid the full 36 points to use for three turns. To make the most of their ground attack capabilities, he wishes to use them in the first three turns of the game. However, on turn one he rolls a 2 to activate and they fail to arrive. However, this doesn't affect the number of turns air cover they receive. Therefore, on turn two, he rolls a 7 and they arrive and successfully carry out their orders. They then remain in play until the end of turn 4.*

#### **12.5 "Intercept"**

Sometimes, early warning systems and advanced radar scanners allow a commander to accurately predict the actions of enemy air formations and unleash interceptors at the last second, before they are able to attack.

If an aircraft formation is on Air to Air orders, waiting to be activated for the first time, you may use the "intercept" rule to get the jump on enemy aircraft.

This allows an aircraft formation to act like a ground formation on Reactive stance and interrupt an enemy activation before they get to attack.

After an enemy air formation has made its move for the turn, but before they carry out any form of attack, a player may declare an intercept. The

#### **Optional Rule: Bluff Aircraft orders:**

**Agree with your opponent whether to use this rule or not before beginning the game!**

Since air cover is usually called in from miles behind the front lines, or even from orbit, it is very hard to scramble fighters to intercept enemy air power at the right time, without having the luxury of constant air cover.

One rule we have enjoyed during playtesting, is the use of Bluff Orders. This involves giving all your off-board aircraft formations a counter in the orders phase, whether you want them to arrive this turn or not.

Formations you do not wish to arrive should be issued with a "Hide" counter.

Once they have completed all their activations, both players must reveal the orders given to any remaining air formations to prove they were bluff orders. If they haven't activated true orders, they must roll to do so and bring them onto the table if successful, even if they have no targets.

In this way, neither side will know when enemy aircraft will be making their attacks and when to call up their own fighters to intercept.

It can make the simple act of calling air support into a more tactical decision, second guessing your opponent's actions, but some playtesters felt it complicated things without much gain.

Since it has no effect on the rest of the rules, we've included it here as an optional rule and you can decide for yourselves!

order is revealed and a training test made for activation, as usual.

If passed, the interceptors may immediately move onto the board and attack the enemy formation before they have the chance to fire.

Each player may only activate one formation of interceptors into any one engagement.

Aircraft formations already on the table are already being closely tracked by the opposition and no longer have the element of surprise. Formations may only use the intercept rule on their first turn of activation, as they enter the table.

*For example: An Andrayada player activates a formation of Varkator bombers to attack a Kraytonian Arkalest tank formation. The Andrayada Player moves his aircraft, but before the attacks are rolled, the Kraytonian player declares an intercept and successfully activates a formation of Arkiten fighters. The Fighters are moved into position, when the Andrayada player reveals his secret. A Formation of Vira waiting at the side of the table ("fighters escorting the Varkator formation from orbit...") and declares his own intercept. They too are successfully activated. They are moved into position and their attacks against the Arkiten are resolved. After calculating losses*

and suppression, the single remaining Arkiten gets to resolve its attack against the Varkator, to little effect since it's now fully suppressed.

Having shrugged off the attempted enemy interception, the Varkator are now free to complete their bombing run against the enemy vehicles.

**12.6 Activating aircraft on the table**

Aircraft formations on the board are activated like normal formations during the activation phase and are subject to the same coherency rules as ground formations. If an aircraft formation on the board fails its activation, they are failing to get a clear image of the fast paced warfare below them and cannot identify the target. They must move like normal but may not do anything else this turn.

An aircraft which is currently on the ground and becomes confused will automatically take off & must move its minimum distance, but may not fire. If they are carrying an empty cargo pod, they jettison it on the ground. If they are carrying a cargo pod which currently has friendly units on board, it must take off with it still on the aircraft.

**Aircraft and Commanders**

Aircraft formations do not gain any modifiers from commanders or other units on the ground, but they may benefit from the change of orders rule as normal.

**12.7 Aircraft movement**

Aircraft are moving at such high speeds they may travel any distance on the board. It is up to the player to choose when they are going to "stop" to make an attack or land. Aircraft have their manoeuvrability listed in their stat sheets as a number of available turns per activation. Aircraft must move their minimum move before making its first available turn, and that distance again before making the next. Aircraft are not required to use up any or all of their turns available in an activation.

Aircraft which move off the table at any time during their activation are considered to have returned to base and play no further part in the game. They do not count as casualties for the purpose of victory conditions, but aircraft formations which are broken when leaving the table cannot give positive victory bonuses to the aircraft player either.

Type	Minimum move Distance
Fighter	10cm
Hvy Fighter	15cm

Type	Minimum move Distance
Bomber	20cm
Dropship	25cm

**12.8 Transport Aircraft and Landing**

Aircraft that are transports are able to land on the battlefield. Aircraft may only land or takeoff in a turn, they may not do both. When making an approach run the aircraft must fly in a straight line the move distance listed on its unit summary sheet before it can land, unless it has the VTOL special ability.

Intervening terrain can be ignored, just as with normal movement, but the aircraft may not land on any terrain which is either difficult or impassable to armoured vehicles (see section 4.3)

When taking off the aircraft must do the same and fly in a straight line its move distance on its unit summary sheet before making any turns.

Transported units embark and disembark just like ground units (sec 4.4).

Flyers are the only units in the game which may transport units from another formation. In this instance, a transported formation must be transported entirely by one flyer formation and dropped to the same location, within formation coherency. Any units which cannot be transported in the flyer formation are left behind and lost as casualties (although no suppression is taken).

When a Flyer lands and troops / vehicles from another formation disembark, they may do nothing for the remainder of the turn. They have spent the whole time represented by that activation phase in transit aboard the flyer. They are counted as having already activated, so if they are assaulted, they may fight in close combat but may not defensive fire.

**12.9 Aircraft firing**

Ranges for air to ground fire and air to air fire are measured the same way as normal firing; from edge of the firing unit's base to the edge of the target's base. No adjustments for altitude are considered.

Aircraft formations may always be considered to be flying high enough above the board to ignore any intervening cover. They may thus always be assumed to have a Line of sight to their Target.

**12.10 Targeting Aircraft**

Some units are equipped weapons that are designated as Anti Aircraft (AA). Only units with

weapons carrying this ability are capable of effective fire against enemy aircraft. Due to the very fast speeds aircraft travel, AA units must be prepared to track and fire at hostile aircraft as they fly into view. As such, AA formations must be on Reactive Stance or Suppression Fire orders in order to be able to fire their AA weapons at enemy aircraft.

Anti-Aircraft fire never benefits from the rules for Rear Armour – the targets are too high for units firing from the ground to gain the advantage and Air units are usually equally vulnerable from all angles.

When an aircraft has landed, it may be targeted by ground based units as normal, without the requirement for them having the AA special ability. In these cases Aircraft of all classes always count as being Armoured Vehicles.

### **12.11 Aircraft and Suppression**

Aircraft formations take on suppression counters and are affected by them like normal formations. Aircraft also must take break tests like normal

ground formations if they are Fully Suppressed (section 7.2).

If an aircraft formation fails its break test then the formation is removed from the board as it has taken too much fire and heads back to base. Aircraft formations which remain on the table roll to remove suppression counters in the end phase like normal formations.

### **12.12 Aircraft Leaving the Board**

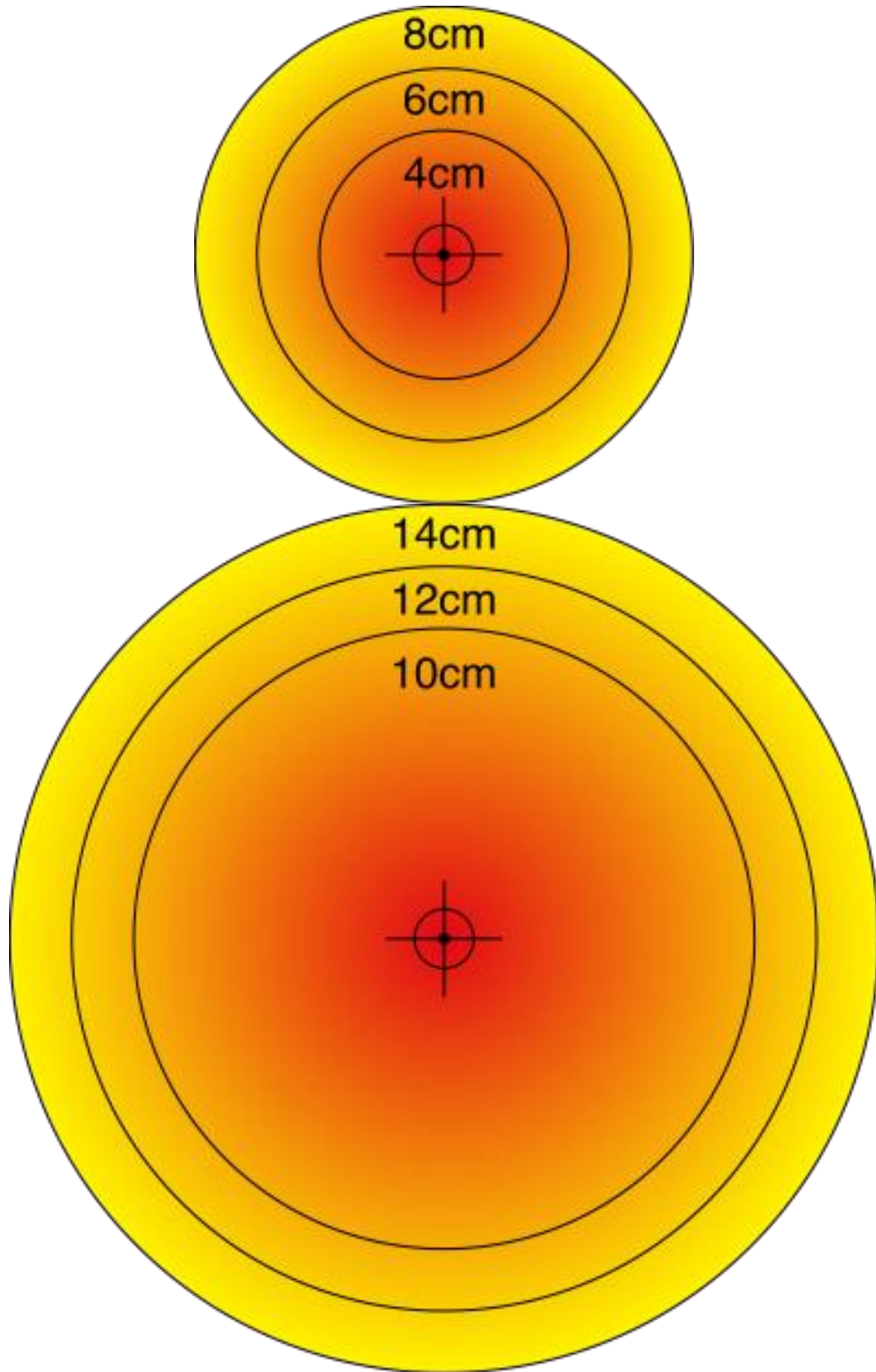
Once on the board, aircraft remain until destroyed, until they fly off-board, or until the turn limit for which points have been paid is up.

If they survive to complete the number of activations for which points were paid, remove them from the table in the end phase whilst removing old Order Counters.

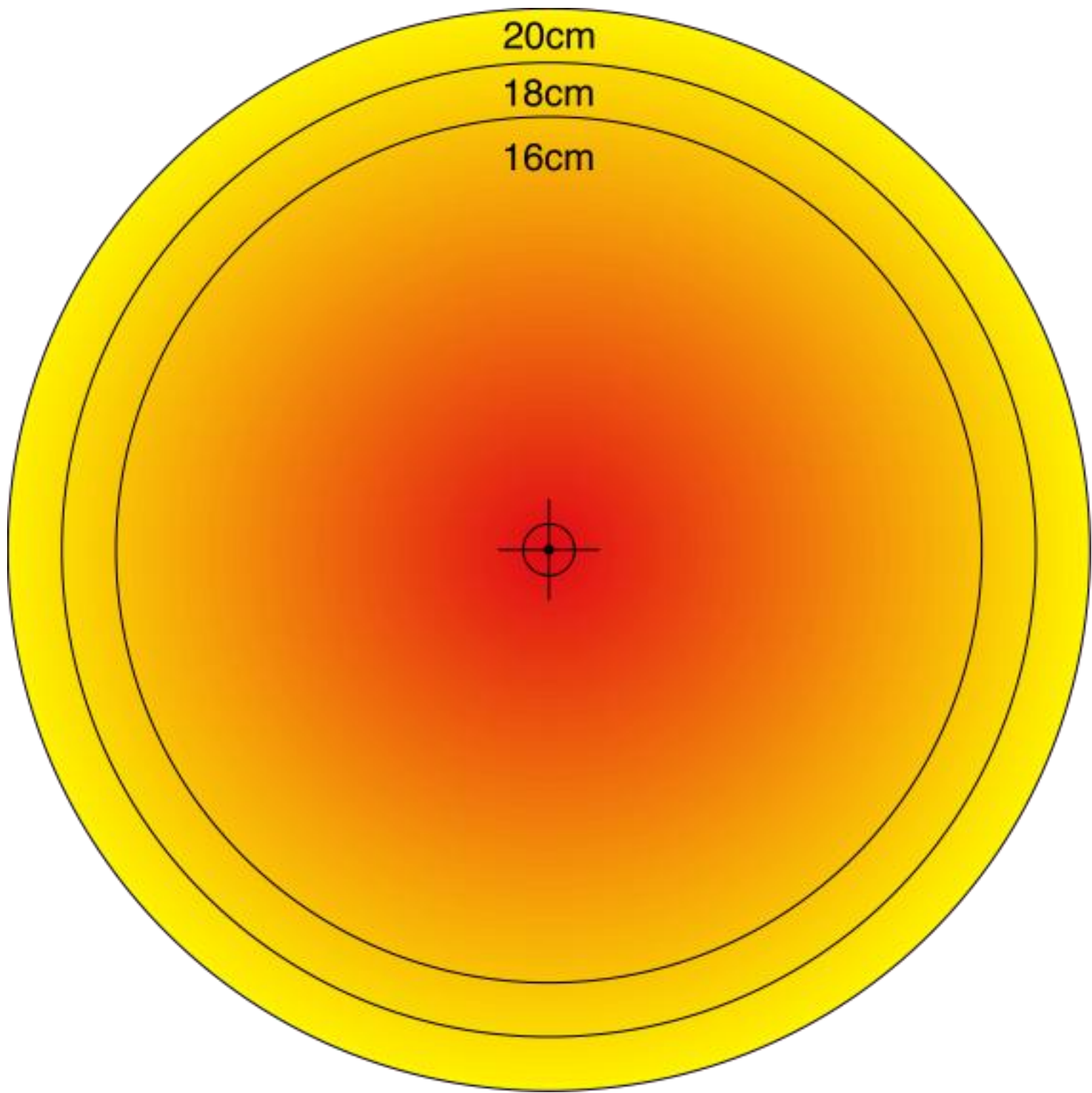
Aircraft may not return to the board having left under any circumstances, even if they have turns remaining which have had points paid for.

## 13.0 Templates and Counters

### Area of Effect Templates

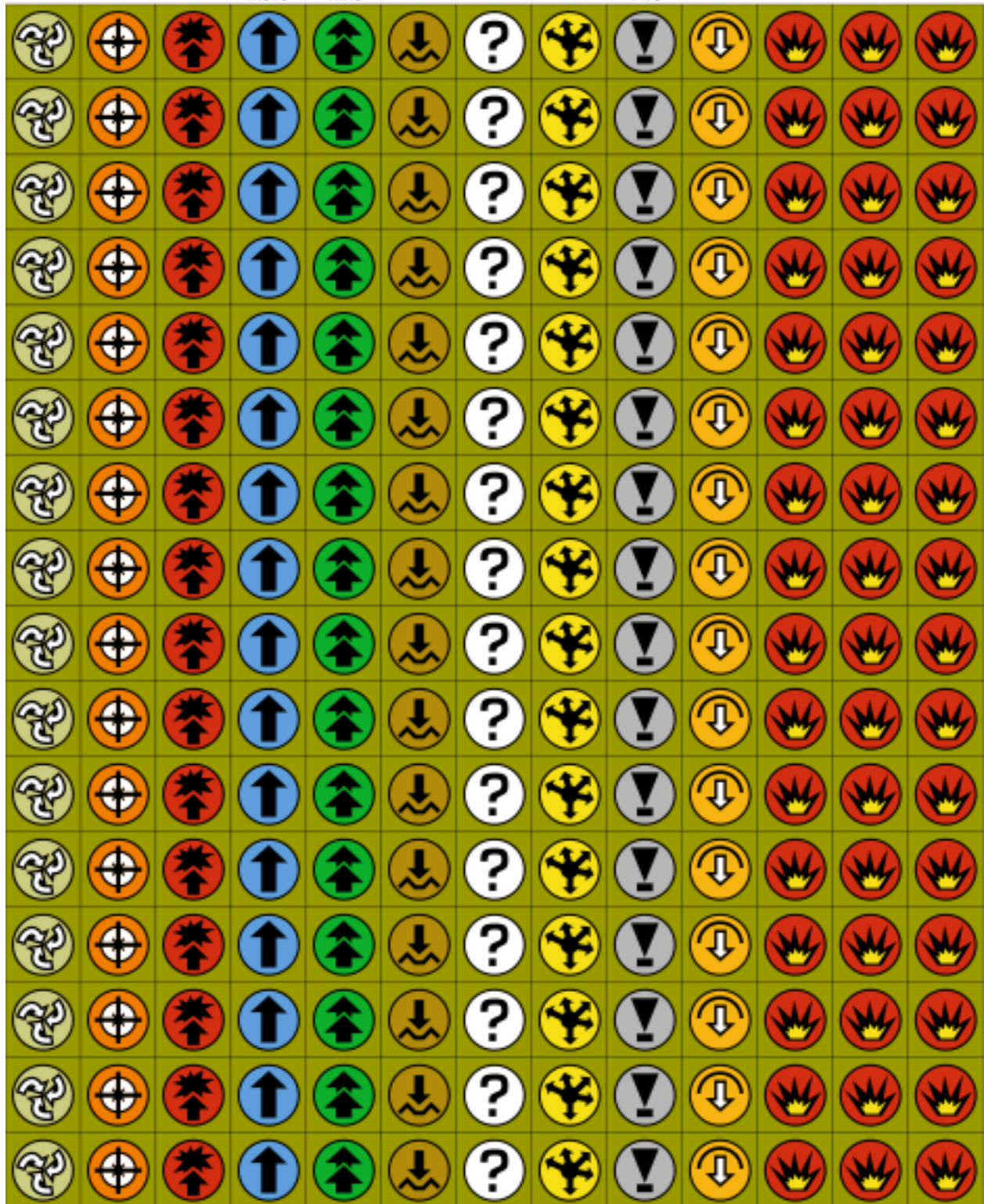


### Area of Effect Template



### Order Counters

Regroup   Hold   Assault   Tactical Move   Double Time   Dig In   Confused   Broken   Suppression Fire   Hidden   Suppressed



## 14.0 Contributors and Retailers

**The Boss:** Douglas Woodcock – (Overseer of everything!)

**Core Rules by:** Paul "TuffSkull" T., Audrey Ewing, "Cornix", Mark Costello, Zac Belado.

**Army Stats & Force Orgs By:** Paul "TuffSkull" T., Audrey Ewing, "Cornix", Mark Costello, James Jackson

**Scenarios By:** James Jackson, Paul "TuffSkull" T.

**History Design & Writing:** Douglas Woodcock, Paul "TuffSkull" T., Iain Werry, "Cornix", John Betts

**Graphics and Illustration:** Bob Naismith, Seth Longmire, Christian Salling, Paul "TuffSkull" T.

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**Not forgetting all the DRM Retailers for their continued support:**

The Hobbybox (UK): <http://www.thehobbybox.biz>

Battlefield Berlin (Europe): <http://www.battlefield-berlin.de>

Micro World Games (USA): <http://www.microworldgames.com>

Australian Veteran Wargaming Supplies: <http://www.australianveteranwargamingsupplies.com/>

## 15.0 Comments and Feedback

Your comments and suggestions regarding the Seeds of War rules are always welcomed. Please go to the Dark Realm Miniatures forum and post your comments there: <http://www.darkrealmminiatures.com/forum>

New units, stats, Force Organisations and even complete Races are being added all the time, so there is always something happening on the Forums if you wish to get involved.

They are a direct link to the Designers, Playtesters and hobbyists involved Dark Realm and we do try and answer all questions personally.

We always appreciate feedback, good or bad, so please feel free to drop us a line.